Fig. 1

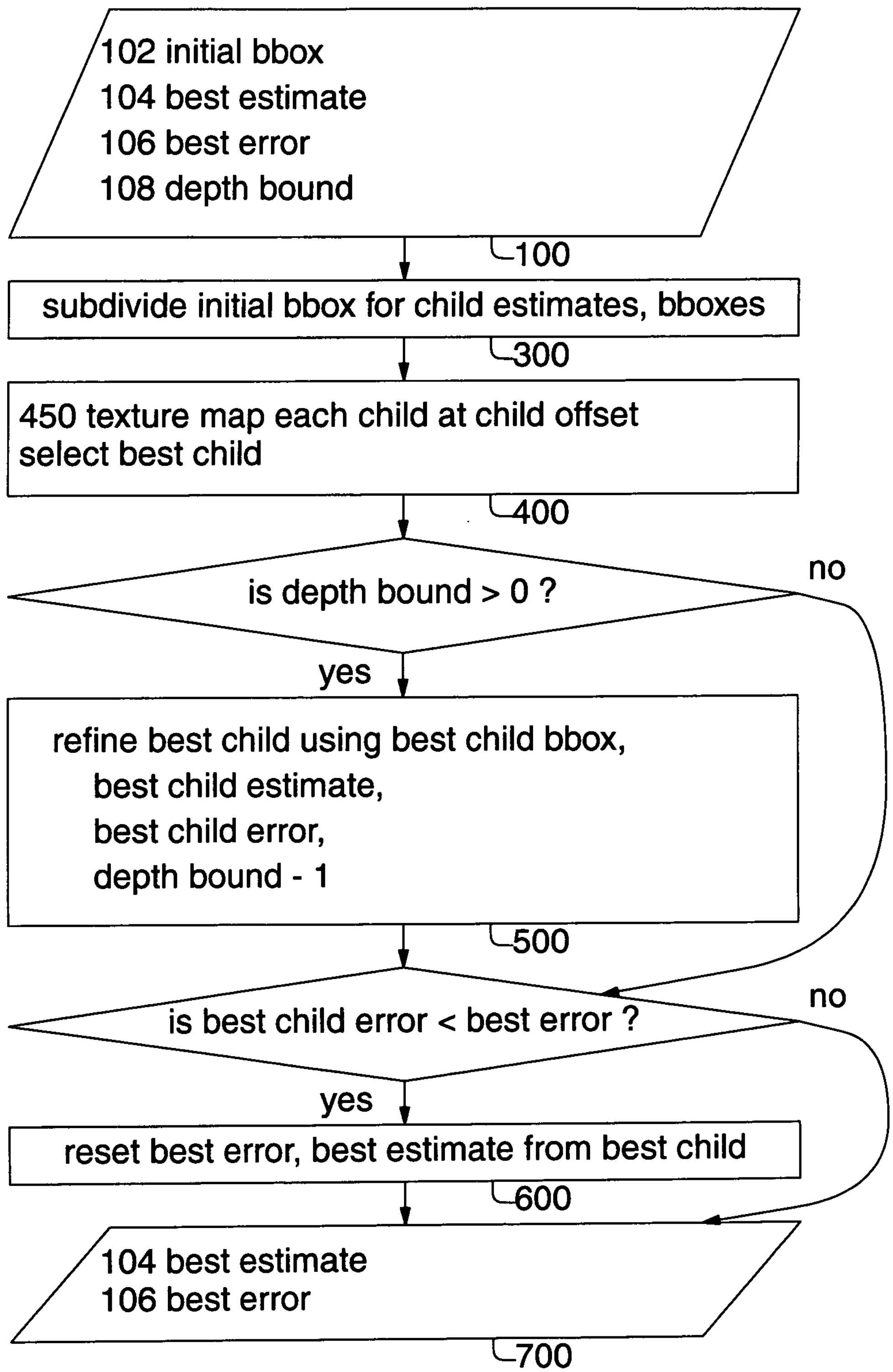

Fig. 2

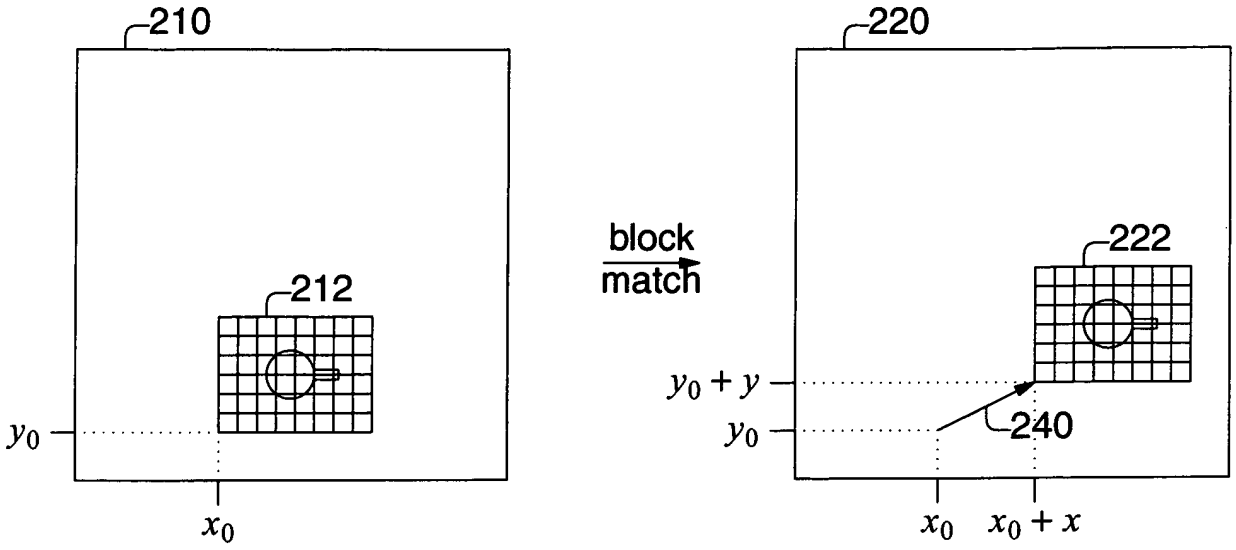
210
212
y_0
x_0
220
block
match
222
$y_0 + y$
y_0
240
x_0
$x_0 + x$

Fig. 3

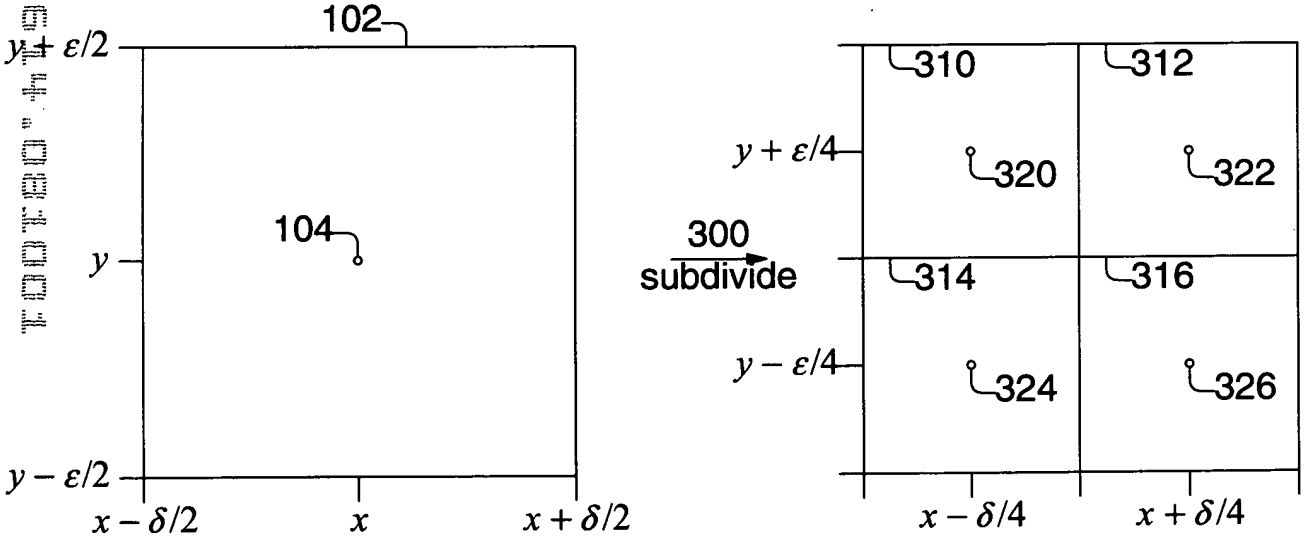
102
$y + \varepsilon/2$
104
y
$y - \varepsilon/2$
$x - \delta/2$
x
$x + \delta/2$
300
subdivide
310
312
$y + \varepsilon/4$
320
322
314
316
$y - \varepsilon/4$
324
326
$x - \delta/4$
$x + \delta/4$

Fig. 4

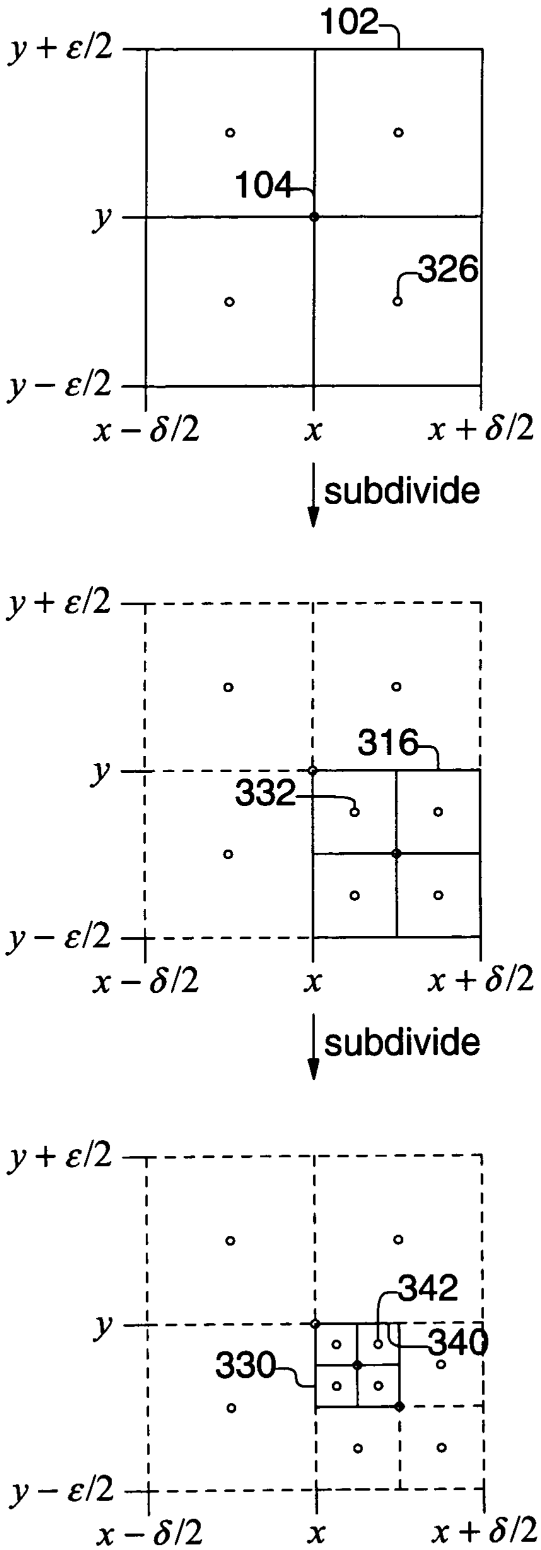
102
104
326
$y + \varepsilon/2$
y
$y - \varepsilon/2$
$x - \delta/2$
x
$x + \delta/2$
subdivide
316
332
subdivide
342
340
330

Fig. 5

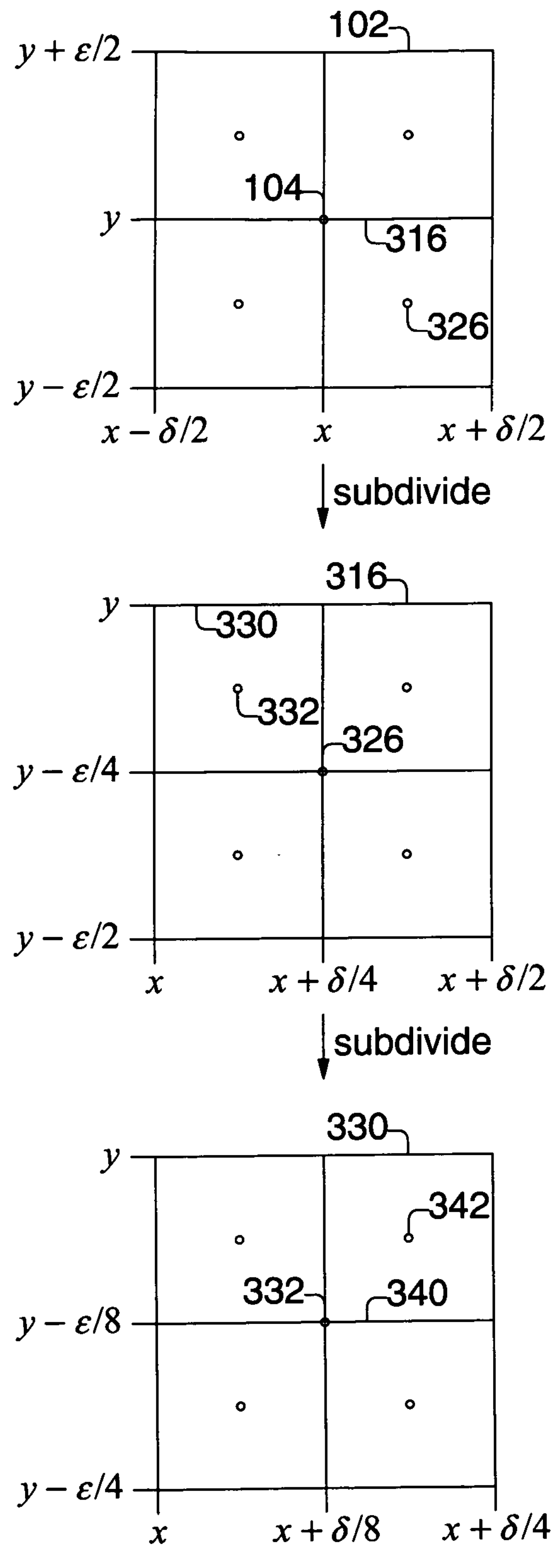
102
104
316
326
$y + \varepsilon/2$
y
$y - \varepsilon/2$
$x - \delta/2$
x
$x + \delta/2$
subdivide
316
330
332
326
$y - \varepsilon/4$
$x + \delta/4$
subdivide
330
342
332
340
$y - \varepsilon/8$
$x + \delta/8$

Fig. 6

500 Refinement

```
refine(initial_bbox, best_estimate, best_error, depth_bound) {
 subdivide initial_bbox to 4 child_bboxes
 best_child_error = ∞
 foreach child_bbox {
  child_estimate = child_bbox.center
  texture map from target to source using child_estimate
  compute pixelwise child_error in source
  if (child_error < best_child_error) {
   best_child_error = child_error
   best_child_estimate = child_estimate
  }
 }
 if (depth_bound > 0) {
  refine(child_bbox, best_child_estimate, best_child_error, depth_bound - 1)
 }
 if (best_child_error < best_error) {
  best_error = best_child_error
  best_estimate = best_child_estimate
 }
}
```

Fig. 7

450 Texture Map

```
450-001   texture_map(dx, dy, x0, y0, xf, yf) {
450-002     glBegin(GL_QUADS);
450-003     glTexCoord2f(x0 + dx, y0 + dy); glVertex2f(x0, y0);
450-004     glTexCoord2f(xf + dx, y0 + dy); glVertex2f(xf, y0);
450-005     glTexCoord2f(xf + dx, yf + dy); glVertex2f(xf, yf);
450-006     glTexCoord2f(x0 + dx, yf + dy); glVertex2f(x0, yf);
450-007     glEnd();
450-008   }
```